

Navy Marine Corps Intranet (NMCI) Industry Symposium  
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**Speaker Name**

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**“Reducing Time-To-Knowledge through Rich Media, Interactive Training”**

**Proposed presentation abstract (Abstracts must be 5,000 characters or less)**

**Category: New Technologies that could enhance NMCI**

As the NMCI continues toward full implementation, the DoN will move to enhance the range of network-based information services available over the Intranet. One area in which the NCMCI can improve and update its information services offerings is through the use of rich-media training applications. Rich-media applications leverage the compelling elements of video, sound, and 3-D and 2-D graphics and integrate them with a streamlined, bandwidth-friendly, cross-platform format. When used for training, rich-media applications deliver cost-effective sessions that create a more compelling sensory experience as well as a more accurate interpretation of real-world environments.

Until recently, this kind of training experience was primarily found in expensive, standalone systems. However, leveraging the power of COTS and the reach of the Intranet, rich-media applications break through the bandwidth and platform barriers to bring robust, sensory-based training to the masses. Common authoring tools like Macromedia Flash and Microsoft PowerPoint are used to develop these applications and deploy them through any standard web browser – even onto PDAs – at any given location.

Rich-media shortens the training cycles by creating a more realistic training environment that is available on-demand. Users can participate in live training sessions or take part in sessions whenever their schedule permits, regardless of their physical location or their platform device. This flexibility, along with the increased level of bandwidth availability, allows rich-media training applications to be utilized in a highly, repurposeable, cost-effective manner, delivering results almost immediately after deployment.

The key power of rich-media comes from the utilization of proven COTS technology. Rather than create applications from scratch, users can leverage technologies already proven in the commercial world that are built on open standards to author, stream, integrate, layer, and compress rich-media applications. This kind of leverage will bring powerful capabilities to the NMCI, including:

- Empower people at all skill levels: Users can rapidly create materials with impact using standard tools like Microsoft PowerPoint or Macromedia Flash

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- View content anywhere: Through the ubiquitous players, users can instantly experience engaging online meetings and rich content through standard NMCI gold disk Web browsers
- Fully leverage content for re-use and re-purposing: The standard rich-media format that is already approved for the NMCI Gold Disk (Flash) is also a commercial standard format already embedded into many different commercial and government devices. Rich-media content created for one purpose can easily be archived and repurposed for another training or briefing effort, regardless of the deployment platform
- Take advantage of other existing infrastructure: Rich-media applications can easily be integrated into Learning Management Systems (LMS). Centralized, searchable XML-based content libraries can be used, making it easy to leverage existing assets
- Customize: Users adapt solutions or portions of solutions to suit specific needs. Quizzes, polls, and analysis tools can all be added

By integrating rich-media training applications into the NMCI, sailors and Marines will experience low-cost, high-sensory, rapid-deployment training applications that create a shared context, increase positive training, and reduce training time.

This session will cover the critical aspects of rich media training applications, and the benefits of their integration into the NCMI, including the use of standardized components, utilization of widely installed authoring tools, and on-demand availability.

### **Speaker Bio**

Juliana Slye joined Macromedia in July of 2003 as the director of the company's global government industry team. In this capacity she is responsible for managing Macromedia's global business within the sector of federal and state & local governments. As the director of global government industry, Slye is accountable for creating Macromedia's public sector strategy and vision, and communicating the associated objectives and messages.

With over 13 years of government experience in business development, marketing, and channel management, Slye has expertise in strategic planning, forecasting, and critical tradeoffs supporting organizations' strategy and revenue. Her technical background lies in the 3D markets of manufacturing, visual simulation, collaboration, and animation.

Prior to Macromedia, Slye owned a federal business-consulting firm and held positions at Silicon Graphics Inc., and MultiGen-Paradigm, Inc.